HOUGHTON MIFFLIN SOFTWARE

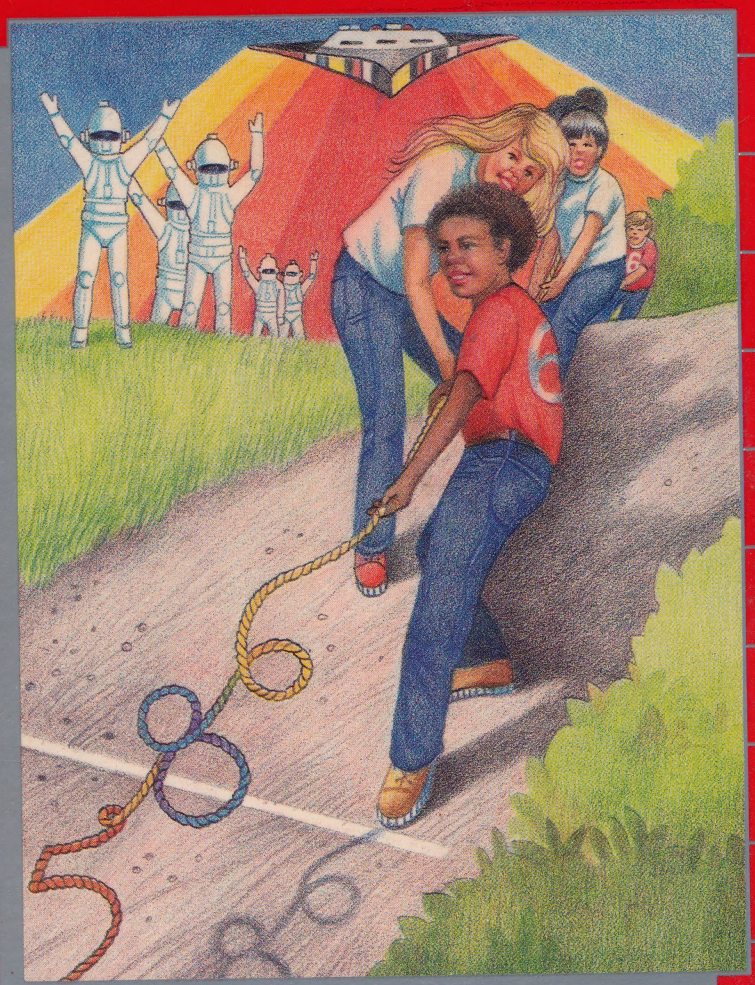
Educationa

DOS $19.95
IBM
APPLE

For use w
Apple and IBM
Includes 3 games

ArithmeKicks™

- 3 math games from one of America's leading educational publishers
- Encourages problem solving and conceptual thinking while improving math skills
- Developed by experienced math teachers and textbook editors
- Engaging, imaginative, and instructional so children learn more
- Supports recommended curricula for children, ages 9-12
- Exercises for the subject of multiplication and division



Arithmekicks is a trademark of Houghton Mifflin Company

HOUGHTON MIFFLIN SOFTWARE

Educational Series

Double Value Diskette

Arithmekicks

Side one runs on IBM PC, PC/XT, PCjr, and 100% IBM PC compatibles.

Requires 64K RAM for DOS 1.1 and 96K RAM for DOS 2.0 or 2.1.

IBM PC, PC/XT, and PCjr require color/graphics card and graphics monitor. PCjr requires Cartridge BASIC.

Side two runs on Apple II, II+, IIe, and IIc.

ISBN 0-395-36352-7

ArithmeKicks™

As a leader in educational publishing for over a century, Houghton Mifflin was one of the first companies to develop software for schools. Proven in schools, we're now offering this educational software for children to use at home.

Arithmekicks will help your children learn both math skills and concepts. The level of the games is graduated, so your child can grow into more challenging math tasks. Because the games were developed by the same editors and teachers who design some of America's best-selling school material, you are assured of educational value in every package.

The games are simple to start, easy-to-play, and exciting—your children will want to play again and again. The more they play, the more they learn. If you're looking for software that's a perfect combination of instruction and entertainment, trust the company parents and educators have relied on for over 100 years: Houghton Mifflin.

Houghton Mifflin Company

FOR IBM BEFORE YOU BEGIN THE FIRST TIME

How to make your diskette self-starting

Before you can use your math game diskette the first time, you must copy DOS 1.1, 2.0, or 2.1 onto your diskette. After you add DOS once your diskette will be self-starting.

If You Have One Diskette Drive:

1. Put the DOS diskette into the drive and close the drive door.
2. Turn on the monitor and the computer. The switch is on the right side panel of the PC and PC/XT. It is on the left side of the rear panel of the PCjr.
3. Follow the instructions that appear on your screen. If you do not wish to enter the date or time, press the ↵ key twice.
4. When "A>" appears on the screen, type **b:setup** and press the ↵ key.
5. When you see the message: "Insert diskette for drive B: and strike any key when ready," remove the DOS diskette and insert the math game diskette. Close the drive door and press any key.
6. When you see the message: "Insert diskette for drive A: and strike any key when ready," put the DOS diskette back into the drive, close the drive door, and press any key.
7. Continue to swap the diskettes in response to the instructions on your screen. When copying is complete, you will see this message: "REM *** Your ARITHMEKICKS diskette is now ready to use. ***"
8. Remove the diskette from the drive and turn off the computer and the monitor.
9. Cover the notch on your Arithmekicks diskette with a write-protect tab.

If You Have Two Diskette Drives:

1. Put the DOS diskette into drive A (the one on the left); put the math game diskette into drive B. Close the drive doors.
2. Turn on the monitor and the computer. The switch is on the right side panel of the PC and PC/XT. It is on the left side of the rear panel of the PCjr.
3. Follow the instructions that appear on your screen. If you do not wish to enter the date or time, press the ↵ key twice.
4. When "A>" appears on the screen, type **b:setup** and press the ↵ key.
5. When copying is completed, you will see this message: "REM *** Your ARITHMEKICKS diskette is now ready to use. ***"
6. Remove both diskettes from the drives and turn off the computer and the monitor.
7. Cover the notch on your Arithmekicks diskette with a write-protect tab.

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Arithmekicks™

For use on IBM® PC, PC/XT, and PCjr.
Requires 64K RAM for DOS 1.1 and 96K RAM for DOS 2.0 or 2.1
Requires color/graphics card and graphics monitor. PCjr requires Cartridge BASIC.

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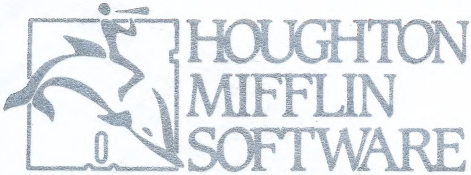

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Arithmekicks™

For use on Apple® II, II Plus, IIe, IIc.
Requires 48K memory.

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